Rev. C

User's Guide

Electronic Moving Message Sign

Pro-Lite

Information Display Technology

PLEASE READ BEFORE STARTING

This manual contains three overall sections:

IR Remote Section
Programming your new Pro-Lite sign using the included IR Remote Keyboard

Software Section
Programming your new Pro-Lite sign using the included 30-Day Trial Software

Quick Reference Section
Corresponding Codes for IR Remote Keyboard

Help Section
Most commonly asked questions, troubleshooting, contacting technical support

As you will see, this release version is the easiest to program yet. The step-by-step process of explanation will help you accomplish a few examples before starting on your own.

We trust that you will enjoy the benefits from using the Pro-Lite sign. Should you have any questions or suggestions about the Pro-Lite product, please feel free to write to the president of Pro-Lite, Inc. or send E-mail at the following addresses:

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Pro-Lite, Inc. has made every effort to ensure the accuracy of this manual. However, the information in this manual is subject to change without notice. Pro-Lite, Inc. assumes no responsibility for any errors that may appear in this manual.

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KEY FEATURES

TRIVIA QUESTIONS

Your electronic sign is equipped with built-in TRIVIA to maximize the impact of your message. Whether it is a promotional message or just information for employees. TRIVIA questions entice people to read. The messages you program will automatically be inserted between the questions and answers. This will give the reader the opportunity to read your message while anticipating the answer to the question.

COLORS AND FONT SIZES

By combining colors and different font sizes, the TRU-COLOR II will allow you to advertise and capture your customers attention like never before.

VISUAL TEXT EFFECTS AND GRAPHICS

With such functions as cycling, scroll-up, scroll down, and overlap, advertising has never been so much fun! Use the pre-stored graphics or create your own to make your messages stand out!

DEPENDABILITY AND DURABILITY

All of our signs are manufactured under strict quality controls for years of problem free operation. The aluminum casing minimizes interference and assures reliability wherever it is installed.

JUMBO MEMORY AND MESSAGE STORAGE

The TRU-COLORII is equipped with 32K of memory with the capability to retain your programmed information for up to 30 days when not used.

* Internal back-up battery must be charged. See Page 35, question #4.

THE TARGET FUNCTION

Want to promote safety within your work environment? Use the TARGET function to count injury free days or hours

OPTIONAL PACKAGES

1. **TruColorII Software for use with Windows 95/98/ME and higher**
   Please see the Software Section, page 15, for all the features!
2. **Trivia packages**
   Upload NEW TRIVIA such as General Trivia 002, 003, . . . 010, Sports, and Safety!

See Accessories Brochure for more information.

To Order Please call 714-668-9988, and ask for Customer Service.

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TEL: (714) 668-9988
FAX: (714) 668-9980

World Wide Web: http://www.pro-lite.com

UNPACKING

The complete package consists of the following items:

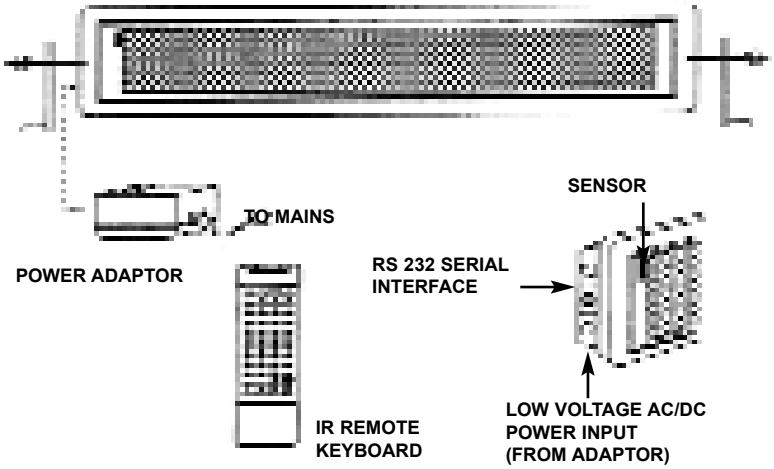
1. The sign
2. The wireless Infrared Remote Keyboard
3. The power adapter
4. A user's manual
5. Warranty Registration Card
6. Two mounting brackets, one for each side.
   * Wall mounting screws not included
7. Software and Accessory order form.
8. 30-day TRIAL Software and PC cable.

If you notice a missing item(s), please contact Pro-Lite, Inc. within 7 days of purchase.

INSTALLATION AND SET UP

1. Mount the brackets onto the chosen wall location. Use the mounting screws included with the display to fasten the brackets onto the sign.
2. There are two wires from the power adapter. First connect the two-prong end to any 110V/120V AC wall outlet. Second, connect the single prong end to the display via the location on the end cap.
3. As soon as you connect the single prong end to the sign, the sign should automatically light up and start displaying the "demo" message that is a preprogrammed message showing all the features of the display. **Note**: If your sign does not turn "ON", please turn to the Help Section on page 36.
4. Surge protectors are recommended if you are in an area where power outages are frequent.

MOVING SIGN PANEL

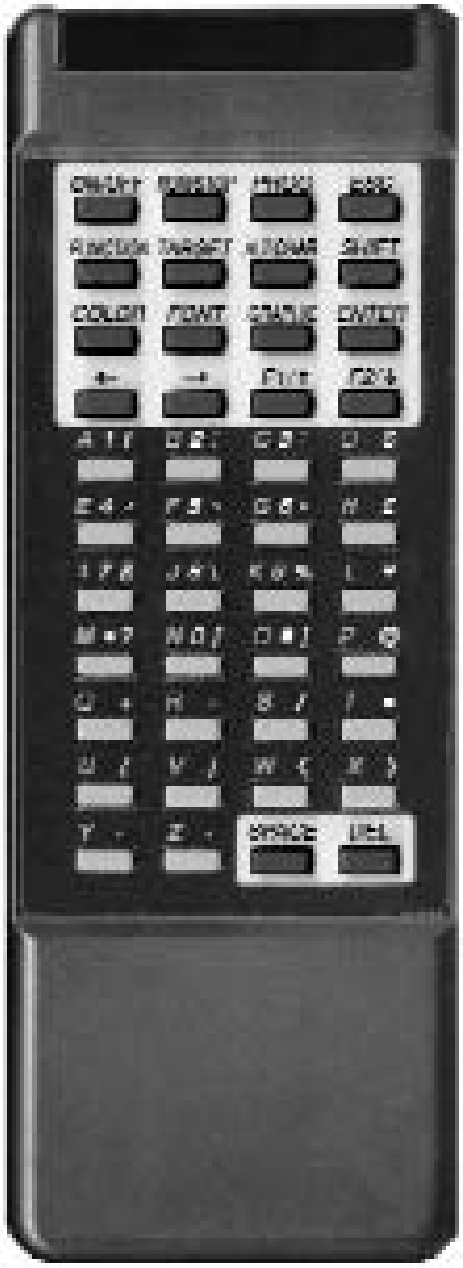


WARNING! U.S. PATENT NOTICE

Pro-Lite displays are protected by one or more U.S. Patents. Companies or individuals that copy or infringe Pro-Lite products in part or in whole will be prosecuted to the full extent possible under the law of the United States.

KEYBOARD LAYOUT

INFRA-RED REMOTE KEYBOARD LAYOUT



Command Keys
Keys located in the yellow area

Character Keys
Keys outside the yellow area

- Upper Case Keys (26) A-Z
- Lower Case Keys (26) a-z
- Numeric (10) 0-9
- Symbols (29) !; ...
- European (64) Â æ

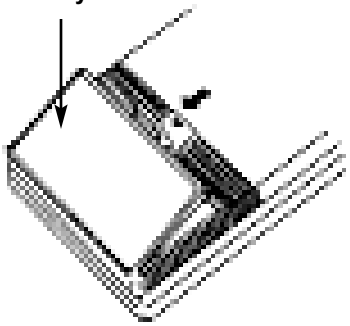
Please refer to page 6-7 for instructions on displaying European characters

NOTE:

- IR keyboard must be pointed at the built-in infra-red sensor located on the top left hand corner of the sign.
- Optimum operating distance should be around 5' to 30'.
- DO NOT subject the remote keyboard to impact, water or excessive humidity.
- The remote keyboard operates on two R6 (UM/SUM-3, AA) or AAA 1.5-volt batteries. Batteries not included.

Inserting Batteries

Battery Cover



GETTING STARTED

Programming a simple message.

Let's practice how to program a simple message by following the steps below. Make sure your sign is currently running a message. We suggest turning the TRIVIA OFF while trying these examples. To turn the TRIVIA OFF press the **FUNCTION** key while the sign is scrolling a message.

	Press	Display	Description
1.	**RUN/STOP**	STOP MODE	Stops the sign

TIP: If you find yourself on a screen you do not wish to be on, just press **ESC** to return to the STOP MODE screen.

2.	**PROG**	PAGE (A-Z)? A	Program a message
3.	**A**	(PG: A START)	We have selected to program PAGE A
4.	**H** **E** **L** **L** **O** **SPACE**	HELLO	Key-in "HELLO" using the character keys

TIP: If you key-in a wrong character, press **DEL** to delete the last character entered.

5.	**RUN/STOP**	HELLO HELLO	Runs the message you programmed

NOTE: 26 Pages (A - Z) are available for you to program messages into. This allows you to program several messages into different Pages. **For example:** If you wanted to program your message in PAGE B, you would have entered the letter B for Step 3.

GETTING STARTED

Editing Your Message

Now that you have programmed a simple message, let's change that message from "HELLO" to "HELLO MY NAME IS JOE".

	Press	Display	Description
1	[RUN/STOP]	STOP MODE	Stops the sign
2.	[PROG]	PAGE (A-Z)? A	Program a message
3.	[A]	(PG: A START)	Program PAGE A
4.	[→] [→] [→] [→] [→]	HELLO	View previously programmed message from right to left until "O" "is the last character on the right

TIP: Use the right arrow key or the left arrow key to view and edit your programmed message.

5.	[SPACE] [M] [Y] [SPACE] [N] [A] [M] [E] [SPACE] [I] [S] [SPACE] [J] [O] [E]	HELLO MY NAME IS JOE	Key in "MY NAME IS JOE" using the character keys
6.	[RUN/STOP]	HELLO MY NAME IS JOE	Runs the message you programmed

Deleting characters using the [DEL] key.

You can easily delete characters from your message by using the [DEL] key. Let's change "HELLO MY NAME IS JOE" to "HELLO JOE".

1. Press [RUN/STOP] to stop the sign.
2. Press [PROG] to program a message.
3. Press [A] to program PAGE A. The sign will read: (PG: A START)
4. Press the [→] key until the letter "S" from the word "IS" is the last character on the right. Remember, you can use the [←] key if you scroll too far.
5. Now press the [DEL] key until the word "HELLO" is the only word seen on the sign.
6. Press [RUN/STOP] to run the message.
7. "HELLO JOE" should now be seen on the sign.

PROGRAMMING ALTERNATE CHARACTERS

Display lower-case Letters, numbers, and symbols using the SHIFT key.

Please take notice of the **COLORED BLOCK**, which appears on the left hand corner of the sign whenever the **SHIFT** key is pressed in the following steps.

1. Press **RUN/STOP** to stop the sign.
2. Press **PROG** to program a message.
3. Press **B** to program PAGE B. The sign will read: (PG: B START)
4. Press **A** to display the letter" A".
5. Press the **SHIFT** key once. Now press any one of the orange letter character keys on the IR Remote. **ORANGE COLORED BLOCK** = orange character keys active (**lower-case mode**).
6. Press **SHIFT** again. Now press any one of the white number character keys on the IR Remote. **RED COLORED BLOCK** = white character keys active (**numerical mode**).
7. Press the **SHIFT** key again. Now press any one of the green symbols character keys on the IR Remote. **GREEN COLORED BLOCK** = green character keys active (**symbols mode**).
8. Press **SHIFT** again to return you to the upper-case mode. Press any letter key to verify that you are back in the upper-case mode.

NOTE: Upper-Case mode is the default selection when beginning to program. Once you press the **SHIFT** key, you are no longer in the upper-case mode. Follow steps 5 - 8 to toggle between modes.

9. Press **RUN/STOP** to run your message.

Displaying European characters using the ALT-CHAR key.

1. Press **RUN/STOP** to stop the sign.
2. Press **PROG** to program a message.
3. Press **C** to program PAGE C. The sign will read: (PG: C START)
4. Press **A** to display the letter "A".
5. Now press the **ALT-CHAR** key. As you will notice, the letter "A" has now changed its shape to the European letter "À". Continue to press the **ALT-CHAR** key until you reach the European style "A" of your choice.

TIP: To revert back to the normal character, continue to press **ALT-CHAR** . Also, you can press any letter at any time to continue to type normal characters.

6. Following previous steps 4 and 5, try to display the European character for the letter "U".
7. Press **RUN/STOP** to run your message.

PROGRAMMING ALTERNATE CHARACTERS

Displaying European characters in lower-case using the SHIFT and ALT-CHAR key.

1. Press **RUN/STOP** to stop the sign. Press **PROG** to program a message.
2. Press **D** to program PAGE D. The sign will read: (PG: D START)
3. Press the **SHIFT** key once to go into the lower-case mode. Remember, the **SHIFT** key toggles you from 4 different modes. Upper case, lower-case, numerical, and symbols mode.
4. Now press **C** to display the letter" C "in lower-case.
5. Now press the **ALT-CHAR** key. As you will notice, the letter" c "has now changed its shape to the European "ç".
6. While staying in the lower-case mode, try to display the European character for the letter "o".
7. Press **RUN/STOP** to run your message.

NOTE: There are 64 European characters that you can choose from. Please refer to the Quick Reference Guide for the European Characters Table and corresponding letters.

TIP: Use the letter "G" with **ALT-CHAR** to display some Greek characters.

Displaying graphics.

Let's say we wanted to display the following message and graphic:"BIKE SALE"

	Press	Display	Description
1.	**RUN/STOP**	STOP MODE	Stops the sign
2.	**PROG**	PAGE (A-Z) ?A	Program a message
3.	**E**	(PG: E START)	Program PAGE E
4.	**B** **I** **K** **E** **SPACE**	BIKE	Key-in the word "BIKE"
5.	**GRAPHIC**	Gfx (A-Z) ?: A	Select a graphic to display
6.	**P**		Insert graphic "P"(bicycle)
7.	**SPACE** **S** **A** **L** **E** **SPACE**	SALE	Key-in the word "SALE"
8.	**RUN/STOP**	BIKE SALE	Runs your message

NOTE: There are 26 pre-stored graphics that you can select from. Please refer to the **Quick Reference Section**, page 32, for the Graphics Images Table.

ATTENTION GETTING FEATURES

Using the [COLOR] key to select a text color.

1. Press [RUN/STOP] to stop the sign.
2. Press [PROG] to program a message.
3. Press [F] to program PAGE F. The sign will read: (PG: F START)
4. Press the [COLOR] key. The sign will read: COLOR: A
5. Now press the right [→] or left [←] arrow keys to view the different text colors. Once you see the color you wish to use, press the [ENTER] key. Your color has now been selected. The color you select will stay active until another color is chosen or the [RUN/STOP] key is pressed to run your message.
6. *Key-in* the word "SUCCESS" and press [SPACE].
7. Press [RUN/STOP] to run your message.

NOTE: There are 26 text colors that you can select from. Please refer to the **Quick Reference Guide** for the Color Table and corresponding letters.

Using the [FONT] key to select font sizes.

1. Press [RUN/STOP] to stop the sign.
2. Press [PROG] to program a message.
3. Press [G] to program PAGE G. The sign will read: (PG: G START)
4. Press the [FONT] key. The sign will read: FONT: A
5. Now press the right [→] or left [←] arrow key to view the different font sizes. Once you see the font size you which to use, press the [ENTER] key. Your font size has now been selected. The font you select will stay active until another font is chosen or the [RUN/STOP] key is pressed to run your message.
6. Key-in the word "SALE" and press [SPACE].
7. Press [RUN/STOP] to run your message.

NOTE: There are 8 font sizes that you can select from. Please refer to the **Quick Reference Section**, page 30, for the Font Size Table.

TIP: When programming a message, you can combine features without having to exit the page you are programming. **For example**: you can first select a text color, then select a font size, then key-in the word you want. You can then select another text color, another font size, and then key-in another word.

ATTENTION GETTING FEATURES

Adding special effects to your message using the FUNCTION key.

Now the real fun begins! Let's program a message using the effect "CYCLING" and the animated graphic "COMIC 1".

1. Press **RUN/STOP** to stop the sign.
2. Press **PROG** to program a message.
3. Press **H** to program PAGE H. The sign will read: (PG: H START)
4. Press the **FUNCTION** key. The sign will read: (AUTO): A
5. Now press the right → or left ← arrow key to scroll through the various effects. Once you locate the effect "CYCLING", press the **ENTER** key. The sign will read: (CYCLING)
6. *Key-in* the word "COOL".
7. Press the **FUNCTION** key. The sign will read: (AUTO): A
8. Now press the right → or left ← arrow keys to scroll through the various effects. Once you locate the effect "COMIC 1", press the **ENTER** key. The sign will read: (COMIC 1)
9. *Key-in* the word "EFFECTS".
10. Press **RUN/STOP** to run your message.

NOTE: There are 25 effects that you can select from. Please refer to the **Quick Reference Guide** for the Effects Table and corresponding letters.

Displaying the TIME and DATE using the FUNCTION key.

1. Press **RUN/STOP** to stop the sign.
2. Press **PROG** to program a message.
3. Press **I** to program PAGE I. The sign will read: (PG: I START)
4. Press the **FUNCTION** key. The sign will read: (AUTO): A
5. Now press the right → or left ← arrow keys to scroll through the various effects. Once you locate the effect "TIME", press the **ENTER** key. The sign will read: (TIME)
6. Press the **FUNCTION** key again. The sign will read: (AUTO): A
7. Now press the right → or left ← arrow key to scroll through the various effects. When you locate the effect "DATE", press the **ENTER** key. The sign WILL read: (DATE)
8. Press **RUN/ST0P** to run your message.

NOTE: Please see page 10 for setting the current DATE and TIME.

TIP: You can use the **Quick Reference Section**, pages 30-33, to choose any feature directly. **For example**: let's say you wanted to use text color green. If you look at the Color Code Table, you will see the letter "M" corresponds to the color green. Just press **COLOR** and the letter **M** to use this color. This shortcut also applies to font sizes, graphics, and effects.

ADVANCED FEATURES

Running combined Pages using the F1 key.

This feature allows you to run up to 32 pages together as one long message. Remember to have your messages programmed before setting this feature.

1. Press **RUN/STOP** to stop the sign.
2. Press the **F1** key. The sign will read: Page: 1)_
3. The "1)" represents the sequence number in which the Pages will run.
   For example: let's say you have Pages "A", "B", and "C" programmed and you want to run them together as one long message.
4. Key-in the letter **A** . The sign will read: Page: 1) A 2)_.
   Now key-in the letters **B** and **C** . The sign will read: Page: 2) B 3) C

TIP: If you make an incorrect entry, use the left ← arrow key to move one cursor back, and then press the **DEL** key.

5. Press **RUN/STOP** to run your messages together.

NOTE: If you press the **DEL** key when there are other entries ahead of the one you deleted, the entries ahead will shift to the left once. If you key-in a letter where there is an existing entry, the letter will be inserted and the previous entry will shift to the right once.

Setting the Password, current DATE/TIME, turning the BEEP OFF.

1. Press **RUN/STOP** to stop the sign.
2. Press **ESC** to configure the Advanced Settings of the sign. The sign will read: Gfx Rst Set
3. Press **S** for Set. The sign will read: PASSWORD? N
   Press **N** to NOT enter a PASSWORD. Press **ENTER** to continue.
   The **PASSWORD** prevents others from making changes to the sign.
   Press **Y** for YES to enter a PASSWORD.
   1) The sign will read: PASSWORD? Y
   2) Press **ENTER** . Key-in a four letter PASSWORD. Press **ENTER** .
   3) PASSWORD will now be requested before changes are made.
4. The sign will read: CENTURY: 19. Key-in the current CENTURY.
   Press **ENTER** .
5. The sign will read: YEAR: 98. Key-in the current YEAR. Press **ENTER** .
6. The sign will read: MONTH: 01. Key-in the current MONTH. Press **ENTER**
   MONTH format: 01 =Jan, O2=Feb, 03=Mar, . . .
7. The sign will read: DAY: 01. Key-in the current DAY. Press **ENTER** .
8. The sign will read: WEEKDAY: 01. Key-in the current WEEKDAY.
   Press **ENTER** . WEEKDAY format: 00=Sunday, 01=Monday, 02=Tuesday,
9. The sign will read: HOUR: 01. Key-in the current HOUR. Press **ENTER** .
   HOUR must be entered as Military Hour (i.e. 1p.m. =13)

ADVANCED FEATURES

Setting the Password, current DATE/TIME, turning the BEEP OFF. (cont.)

10. The sign will read: MINUTE: 01. Key-in the current MINUTE(s). Press **ENTER** .
11. The sign will read: 24 HOUR Y/N ?. Press **Y** to display the time as MILITARY TIME (i.e. 01:00 p.m. = 13:00). Press **N** to display the time as NORMAL TIME.
12. The sign will read: ID = 01. This setting is for software use only. Press **ENTER** .
13. The sign will read: 9600 BAUD. This setting is for software use only. Press **ENTER** .
14. The sign will read: BEEP ON. Press the right **➔** arrow key to turn the "BEEP OFF". Press **ENTER** . The Advanced Settings are now set!

Editing your own graphics.

To edit your own graphic you must select an existing graphic and modify it.

1. Press **RUN/STOP** to stop the sign.
2. Press **ESC** to configure the Advanced Settings of the sign. The sign will read: Gfx Rst Set
3. Press **G** for Editing Graphics. The sign will read: Gfx(A-Z)?A
4. Press **A** to edit existing GRAPHIC "A". The sign will read:

RGYBPI I I I

The concept is to use the arrow keys **↑** **↓** **←** **➔** to move the "dot" to the location where you want to draw. The following letters correspond to the colors you can use: **R** = RED, **G** = GREEN, **Y** = YELLOW, **B** = BLACK, as well as **P** = PLACE the "dot". **Example**: Press **B** to select the color black. Looking at the sign, press the right **➔** arrow key a few times. As you will notice the red dots have now been replaced with black dots. Now press G to select the color green. Looking at the sign, press the left **←** arrow key a few times. As you will notice the black dots have now been replaced with green dots.

5. Press **ESC** to accept changes. (See below to reset the graphics to their original state).
6. To display the edited GRAPHIC "A", please see page 7 on how to display graphics.

Deleting a Page(s) or Graphic(s) you edited.

1. Press **RUN/STOP** to stop the sign.
2. Press **DEL** to delete a Page(s) or Graphic you edited. The sign will read: Page Gfx
3. Press **P** to delete a Page(s) or press **G** to delete a Graphic(s).
4. In this example we want to delete a Page, so we will press the letter **P** . The sign will read: Page (A-Z, Del)

ADVANCED FEATURES

Deleting a Page(s) or Graphic(s) you edited. (cont.)

5. At this time you can *Key-in* any "**PAGE LETTER**" to delete or you can press the **DEL** key to delete all the Pages.
6. Press **A** to delete PAGE "A".
7. The screen will read: Del: A (Y/N)?. Press **Y** for YES or **N** for NO. Your selection has now been accepted. To delete a Graphic(s), select "G" for Graphics in Step 3.

NOTE: Deleting a graphic will restore the graphic to its original state.

NEW AND IMPROVED FEATURES

Turning OFF the TRIVIA using the FUNCTION key.

1. While your message is running, press the **FUNCTION** key.
2. The TRIVIA is now OFF.
3. To turn the TRIVIA ON press the **FUNCTION** key again.

NOTE: This setting will be retained in memory whenever power is removed. Please see page 34 on instructions to permanently remove the TRIVIA.

SLOWING the SPEED of the sign using the ↑ ↓ arrow keys.

1. While your message is running, press the down ↓ arrow key to reduce the speed.
2. To increase the speed press the up ↑ arrow key.

NOTE: If power is removed from the sign, the SPEED will default to fast.

DIRECT RUN Page feature!

Let's say you have Pages "A", "B", and "C" programmed. If Page "A" is currently running and you wanted to run Page "C", just press **C**. The same applies to any other Page programmed.

Turning OFF the sign without removing the power cord.

1. While your message is running, press the **ON/OFF** key.
2. Your display should now be OFF.
3. To turn ON the sign just press the **ON/OFF** key again.

RESETTING the system.

This is an excellent feature when you just want to start from the beginning.
CAUTION: This will delete all your previously stored information.

1. Press **RUN/STOP** to stop the sign.
2. Press **ESC** to configure the Advanced Settings of the sign. The sign will read: Gfx Rst Set.
3. Press **R** for Reset. The sign will read: SURE (Y/N)?.
4. Press **Y** for YES or **N** for NO.
5. Your selection has now been accepted.

The TARGET Function

What you should know about the TARGET function.
You should be familiar with Pages 8-12 before beginning.

NOTE: Due to varying outlet frequencies, power outages and/or incorrect entry of information, Pro-Lite, Inc. will not be responsible for counter inaccuracies.

There are 2 types of' TARGET options:
1) Count Up to TARGET. 2) Count Down to TARGET.

- If you select to "Count Up to TARGET" and you set the TARGET to be reached 30 days from now, you can have your message read "2 Days have passed", "3 Days have passed", "4 Days have passed". . . , **See "Count Up" to TARGET**.
- If you select to "Count Down to TARGET" and you set the TARGET to be reached 30 days from now, you can have your message read "29 Days to reach our target", "28 Days to reach our target", "27 Days to . . .", **See "Count Down" to TARGET**.

NOTE: Please be aware that any interruption of power will cause the "Counters" to reset.

"Count Up" to TARGET setup

1. Begin by setting the current DATE and TIME (page 10).
2. Press **RUN/ST0P** to stop the sign.
3. Press the **TARGET** key. The sign will read: Count Up/Dn.
4. Press **U** to count UP to the specified TARGET.
5. If you want your TARGET to be reached in days, press **D** . If you want your TARGET to be reached in hours, press **H** .
6. The sign will read: TARGET: 0000. *Key-in* the number of days or hours to specify a TARGET. **For example**: If you wanted the TARGET to be reached in 125 days, press **1** **2** **5** . The sign will display: TARGET: 0125

TIP: If an incorrect entry is made, *key-in* 0 four times to clear the entry.

7. Press **ENTER** . The sign will read: START: 0000. *Key-in* the number of days or hours to specify a start point. **For example**: If you wanted to start the counter at day 10, press **1** **0** . The sign will display: START: 0010

NOTE: If you selected “D" for Days in step 5, your *start point* in step 7 will automatically be in days. If you selected “H” for Hours, your *start point* will automatically be in hours.

8. Press **ENTER** . The sign will read: PAGE (A-Z)? A. *Key-in* the PAGE LETTER you want to run when the TARGET is reached. **For example**: If you wanted to run PAGE "D" when the TARGET is reached, press **D** .
9. Press **ENTER** to confirm your entry and to start the counter.
10. The sign will read: STOP MODE
11. Press **RUN/STOP** to run the sign.

The TARGET Function

"Count Down" to TARGET setup

1. Begin by pressing **RUN/STOP** to stop the sign. Press the **TARGET** key.
2. The sign will read: Count Up/Dn. Press **D** to count DOWN to a TARGET.
3. The sign will read: DAY: 0000. *Key-in* the number of days to start counting down from. **For example**: If you wanted to count down from 125 days, press **1** **2** **5** . The sign will display: DAY: 0125
4. Press **ENTER** . The sign will read: HOUR 00. *Key-in* the current hour. **For example**: If the hour is currently 10, press **1** **0** . The sign will display: HOUR: 10
5. Press **ENTER** . The sign will read: MINUTE: 00. *Key-in* the current minutes. **For example**: If the minutes are currently 23, press **2** **3** . The sign will display: MINUTES: 23
6. Press **ENTER** . The sign will read: PAGE (A-Z)? A. *Key-in* the PAGE LETTER you want to run when the TARGET is reached. **For example**: If your TARGET message is in Page "D", press **D** .
7. Press **ENTER** to confirm your entry and to start the counter.
8. The sign will read: STOP MODE. Press **RUN/STOP** to run your message.

Displaying a "Count Up" to TARGET variable in your message
Go to the part of your message where you want to display the variable. In this example we want to display the "Current Count" variable.

1. Press the **FUNCTION** key. The sign will read: (AUTO): A
2. Now press the ← key until the sign reads:(COUNT): 2

TIP: Use the key to go back if you scroll too far.

3. Press **ENTER** . The sign will read: (COUNT)
4. Press **SPACE** . Press **RUN/STOP** to run your message.

Displaying a "Count Down" to TARGET variable in your message
Go to the part of your message where you want to display the variable. In this example we want to display the current "DAYS LEFT" variable.

1. Press the **FUNCTION** key. The sign will read: (AUTO): A
2. Now press the ← key until the sign reads:(DAYS LEFT): 3
3. Press **ENTER** . The sign will read: (DAYS LEFT)
4. Press **SPACE** . Press **RUN/STOP** to run your message.

NOTE: There are a 2 "Count Up" to TARGET variables and 4 "Count Down" to TARGET variables that can be selected to display in your message. Please refer to the **Quick Reference Section**, page33, to see their descriptions.

NOTE: Please note that when selecting to display a Count Up or Count Down TARGET variable(s), only the number(s) will be shown. The user will be required to input the required text, if any, to define the variable being displayed.

About the TruColorII™ Software for Windows®

The TruColorII Software turns your computer into an Instant Messaging Update machine. Features such as scheduling, editing your own graphics, time synchronization, and more, are just a click away!

Complete Package Consists of the following Items

1. 7' of Phone Type Cable **(not configured as a regular phone cable)**
2. 9 Pin Female Connector
3. 1 - 3 ½ Floppy Diskette or CD-ROM

System Requirements

1. Operating System - Windows95/98/NT or higher
2. Computer - IBM or 100% compatible PC
3. Hardware - available Com Port (COM1 or COM2)
4. E-mail - user provided internet connection (optional)

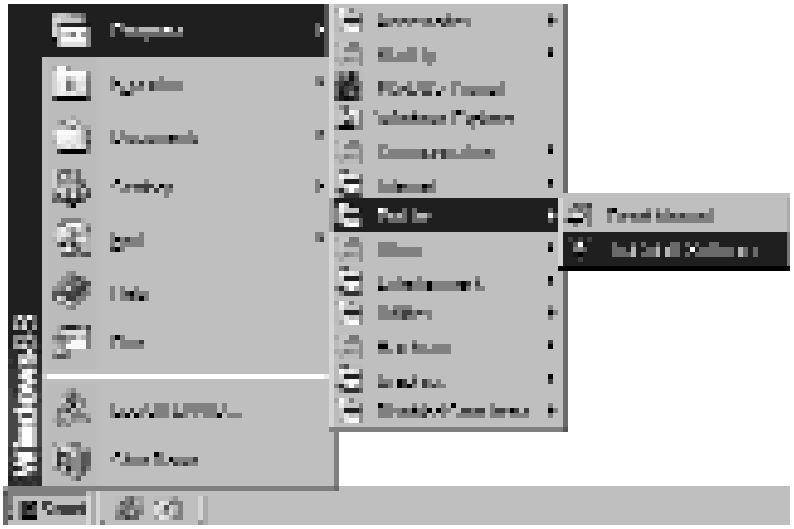
Software Installation

If you are upgrading from an earlier version of the **TruColorII Software**, you must uninstall your previous version.

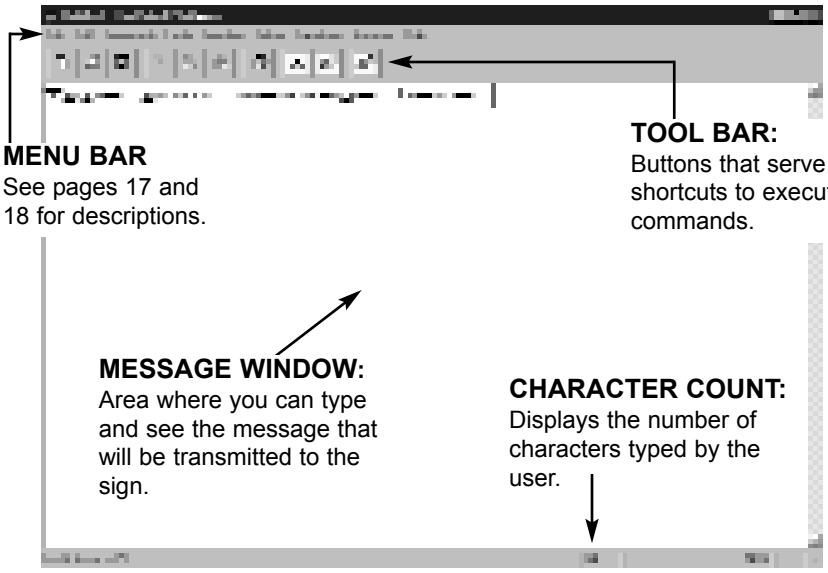
1. Close all programs.
2. Insert the provided 3 ½ diskette into the floppy drive.
3. Click on "START", and "RUN".
4. Type the letter of the drive the disk is in followed by "**:\SETUP**" Example: "**A:\SETUP**".
5. Click on "OK".
6. Follow the instructions on the screen.

Running the Software

- Click on "**START**", "**PROGRAMS**", "**PROLITE**", and "**TRUCOLORII SOFTWARE**".



The TruColorII Software Screen


MENU BAR
See pages 17 and 18 for descriptions.
TOOL BAR:
Buttons that serve as shortcuts to execute commands.
MESSAGE WINDOW:
Area where you can type and see the message that will be transmitted to the sign.
CHARACTER COUNT:
Displays the number of characters typed by the user.

Opens a new Message Window.

Opens an existing File.

Saves the current message in the Message Window.

Cut the highlighted selection and put it on the clipboard.

Copy the highlighted selection and put it on the clipboard.

Paste the contents of the clipboard.

Print the contents in the Message Window.

Sends the message in the Message Window to the sign.

Sends a message through the LAN.

Sends a message by Schedule.

The Menu Bar

• File

New	: opens a new window.
Open	: opens an existing file.
Save	: saves the file currently open.
Save as...	: saves the file currently open under a different file name.
Save As Text...	: saves the file currently open as a "text" file,
Print Setup	: setup or select a printer to print the file currently open.
Print	: print current document in Message Window.
Set Comm	: allows you to set the communication settings.
Login	: enter or change USER SETTINGS.
Register	: register your version of the TruColorII Software.
Exit	: exit the Pro-Lite TruColorII software program.

• Edit

Undo Paste	: Use this command to reverse the last pasting action.
Cut	: Cut the highlighted selection and put it on the clipboard.
Copy	: Copy the highlighted selection and put it on the clipboard.
Paste	: Paste the contents of the clipboard onto the active document.
Delete	: Use this command to remove selected content from the Message Window.
Select All	: Use this command to highlight all content in the Message Window.
Refresh	: Refreshes the active document in screen.

• Commands

Leading	: How the text will appear (place before text).
Closing	: How the text will disappear (place after text).
Special	: Insert the TIME, DATE, a "BEEP", or use the Link Page command to run more than one Page.
Target	: Insert Current Count target variables.

• Fonts

Select any one of 10 font styles. 62 European characters, or 8 Greek symbols to be used in your message.

• Graphics

Graphics (A...H)	: Insert graphics such as a chair, bicycle, car . . .
Graphics (K...Z)	: Insert graphics such as a telephone, key, shirt . . .
Edit Graphic...	: Edit and save your own graphic images.

• Colors

Select any one of 26 colors to use for your text.

The Menu Bar

• Functions

Send Message : Send the current text in the Message Window to the sign.
Send Message Via Network : Send the current text in the Message Window to the sign through the LAN.
Run Page : Run a specified page on the sign.
Set Speed : Set the scroll speed of the message on the sign.
Delete Page : Delete a specified page on the sign.
Set Date & Time : Sets the current Date & Time on the sign as a 12 hour or 24 hour clock (24 hour: 1 p.m. will show as 13:00)
Set & Show Date & Time : Sets and shows the current Date & Time on the sign.
** Automatic Time Update : Automatically updates the Date & Time of the sign every ½ hour using the date & time from your computer.
** Send by Schedule : Schedule a message to be displayed by month or year.
Send Trivia : Send old or new TRIVIA (questions & answers) to the sign. **(NEW TRIVIA only available from Pro-Lite)**
Remove Trivia : Delete the TRIVIA from the sign.
Set Target : Set Count Up or Count Down parameters.

• Services

Website : Pro-Lite on the World Wide Web: **http://www.pro-lite.com**
Products : Other great Pro-Lite products.

• Help

Help Topics : Learn about a specific procedure or search for information on a specific topic.
Read Me : View this manual in text format.
Send : Send a direct protocol command to the sign **(for technical support troubleshooting purposes only)**
Show Send Status : Display the Information that was sent to the sign. **(for technical support troubleshooting purposes only)**
About TruColorII Software : Information about this software such as the Release Version Number and Technical Support Information.

** These features require the sign to be connected to the computer at all times and for the **TruColorII software** program to be running in the background. To run the program in the background, simply start the **Tru-ColorII software** program and minimize the screen.

Set-Up

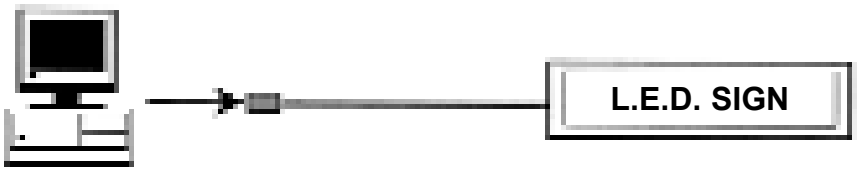
Connecting the Cable

1. Connect the Phone Clip end of the Phone Type Cable to the sign.
2. On the back of your computer, identify a COM PORT. If you have trouble locating a COM PORT on your computer, please reference your computer user manual or contact the manufacturer of your computer.
3. Write the COM PORT number you will be using (for example: COM1, COM2):

   COM PORT Number = _____

4. Connect the 9-Pin connector end to the COM PORT you will be using. If the 9-pin connector is not connected to the correct COM PORT, computer communication to your sign will not work.

PLEASE NOTE: The Phone Cable supplied by Pro-Lite is **NOT** configured as the Phone Cable you use for your Phone. If you need a longer length cable, please make sure you use "reversed" phone type cable or contact Pro-Lite to order a longer length cable.



Configure Sign

1. Using the hand-held remote, press the "**RUN/STOP**" key, The sign will show: **STOP MODE**.
2. Press the "**ESC**" key.
3. Press "**S**" for Set,
4. Now press "**ENTER**" and continue to press "**ENTER**" one step at a time until you see "**ID =**" on the sign. Write down the ID Number below:

   ID Number = _____

5. Again press "**ENTE**R" until you see "**Baud Rate =**". Write the Baud Rate setting below. **NOTE**: If "**Baud Rate =**" never comes up, your sign Baud Rate is 300.

   Baud Rate Setting = _____

6. Now, continue to press "**ENTER**" until the sign reads "**STOP MODE**".
7. Your sign **MUST** be in the "running mode" to receive a transmission from the computer. To put your sign in the running mode, simply press the "**RUN/STOP**" key on the remote. Your sign should be showing a message.

Set-Up

Configure Software

1. Go to "**File**" and "**Set Communication**"

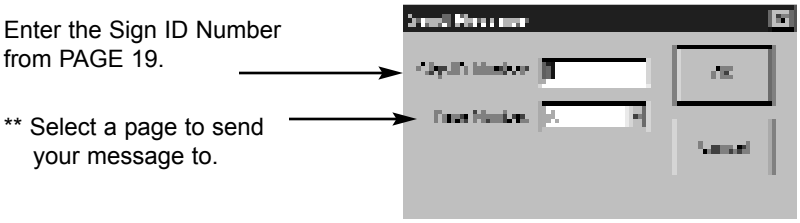
Select the Com Port from PAGE 19.
Select the Baud Rate from PAGE 19.
Data Bits = 8
Stop Bits = 1
Parity = None
Do Not Change These Settings.

2. Click on "**OK**" when your settings are complete.

Sending a Message

The **Send Message** icon is used to transmit the message to the sign.

1. In the Message Window, type in a test message such as 'Welcome to my message".
2. Click on the icon on the Toolbar or press "**F5**" to bring up the **Send Message** window.

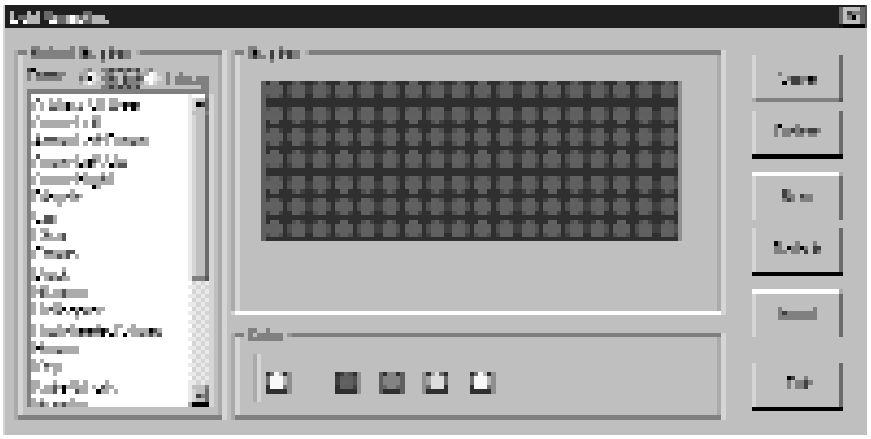


** You have pages A-Z available. Each page can be used to store a different message.

3. Click on "**OK**" to send your message to the sign. If your sign did not receive your message, try sending the message again.

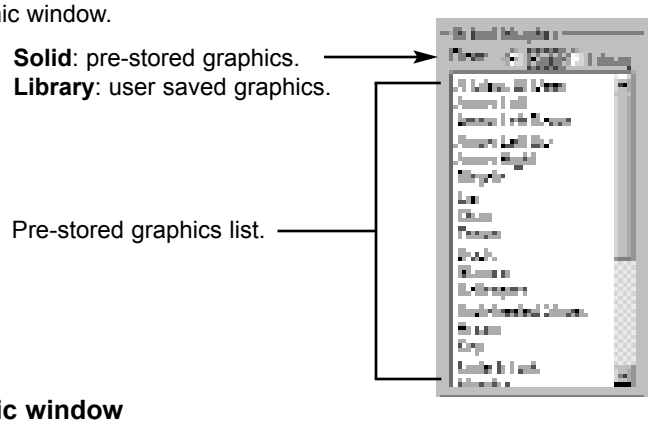
Graphic Editor

Use the **Graphic Editor** to edit existing graphics on the sign or to create graphics of your own. To open the **Edit Graphic** window, click on "**Graphics**" on the menu bar, then click on "**Edit Graphics**".



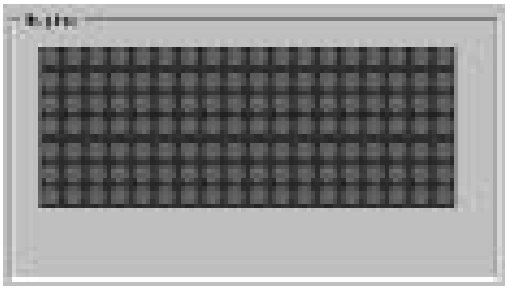
- **Select Graphic window**

Click on any one of the graphics from the Select Graphic list to view the graphic in the Graphic window.



- **Graphic window**

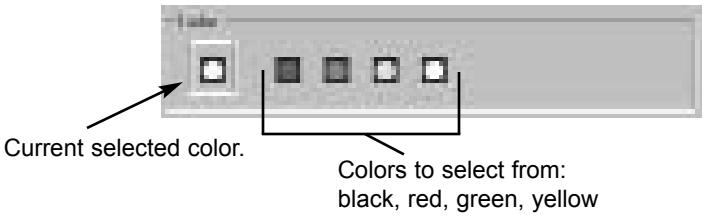
View the selected graphic or graphic being created in this area.



Graphic Editor

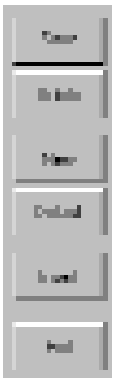
- **Color Window**

Select any one of four colors to edit an existing graphic or to create a graphic.



- **Edit Graphic Buttons**

Functions of buttons are described below.



SAVE the current graphic displayed in the "Graphic" window.
Graphic name can be up to 25 characters. Graphic will be saved in the "Library".

DELETE a graphic from the "Library".
"Solid" graphics cannot be deleted.

Open a NEW "Graphic Window" for editing.

Revert a changed graphic back to its original state.
Will revert graphic from last saved state.

INSERT the current graphic in the "Graphic" window into your message.

EXIT the "Edit Graphic" window.

Set Target

Use the **Set Target** feature to set-up a counter that will count down to a specified "target". At the same time, display a message that will show the current count as the specified "target" approaches closer and closer.
To open the **Set Target** window, click on **Functions** on the menu bar, then click on **Set Target**.

NOTE: Due to varying outlet frequencies, power outages and/or incorrect entry of information. Pro-Lite, Inc. will not be responsible for counter inaccuracies.

There are three **Set Target** options:
1) **Count Up** 2) **Count Down** 3) **Count Down by date**

- If you select to **Count Up** and you set the TARGET to be reached 30 days from now, you can have your message read: "2 Days have passed", "3 Days have passed", "4 Days have passed", . . .
  See **Count Up** window.
- If you select to **Count Down** or **Count Down by Date**, and you set the TARGET to be reached 30 days from now, you can have your message read: "29 Days to reach our target", "28 Days to reach our target", "27 Days to reach our target",. .
  See **Count Down** window and **Count Down by Date** window.

Set Target

1. Count Up window

- **Day/Hour**: select to "count up" in Days or Hours,
- Start: specify a "start point". For example: If you wanted to start the counter in 10 days, enter 0010.

If you selected **Day**, your "start point" will automatically be in days. If you selected **Hour**, your "start point" will automatically be in hours.

- **Target**: specify a "target" day or hour, For example: If you wanted the "target" to be reached in 125 days, enter 0125.
- Page: select the Page you want to run when the "target" Is reached. For example: If you wanted to run Page D when the "target" is reached, select the letter D.

2. Count Down window

- **Days**: specify how many days to start counting from, For example: If you wanted to "count down" from 125 days, enter 0125.

If you enter any number other than 0000 for **Days**, your selections for **Hours** and **Minutes** below should be based on the current time.

- **Hours**: select the hour you wish to "count down" from. For example: If you wanted to "count down" from 12 hours, select 12.
- **Minutes**: select the minutes you wish to "count down" from, For example: If you wanted to "count down" from 25 minutes, select 25.
- **Page**: select the Page you want to run when the "target" is reached. For example: If you wanted to run Page D when the "target" is reached, select the letter D.

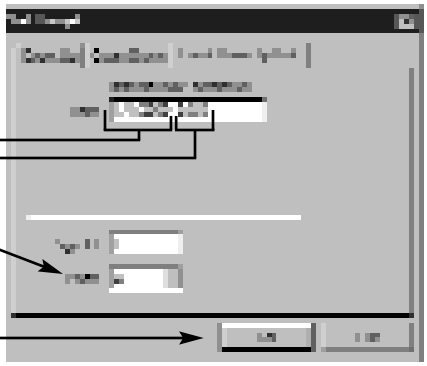
3. Count Down by Date window

Enter the "target" month, date, and year.

Enter the "target" hour, minutes and seconds.

Select the Page letter to run when the "target" is reached.

Sets the counter on the sign for the specified entries.



4. Displaying the **Current Count Variables** in your message

1) Go to the part of your message where you want the **Current Count Variable** to be displayed.

2) Click on **Commands** on the menu bar, then click on **Target**.

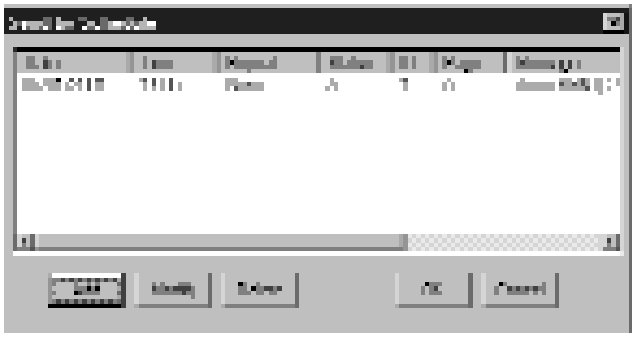
3) Click on the Current Count Variable you wish to use.

Please Note: (Count Down) variables = apply to count down only;
(Count Up) variables= apply to count up only.

Send by Schedule

The **Send by Schedule** icon is used to schedule a message to be sent from the computer to sign on the specified date and time. In order for this feature to work, the sign **MUST** always be connected to the computer. In addition, the Pro-Lite Software program must be running in the background mode. To run the software in the background mode, simply start the **TruColorII Software** program and minimize the screen.

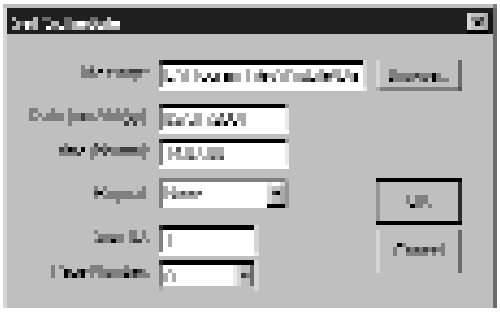
1. Click on the **Send by Schedule** icon on the toolbar.



- To set-up a new schedule, click on "**Add**". Go to Step 2
- To modify an existing schedule, click on the schedule you wish to modify then click on "**Modify**".
- To delete an existing schedule, click on the schedule you wish to delete, then click on "**Delete**".

2. Setting a new schedule.

Use to repeat the message HOURLY, DAILY, or MONTHLY.
If HOURLY, is selected, the entries entered in the Date window will be ignored.
If DAILY is selected. the date entered in the Date window will be ignored.
If MONTHLY, is selected, the month entered in the Date window will be ignored.
Schedules are based using the clock from the computer.

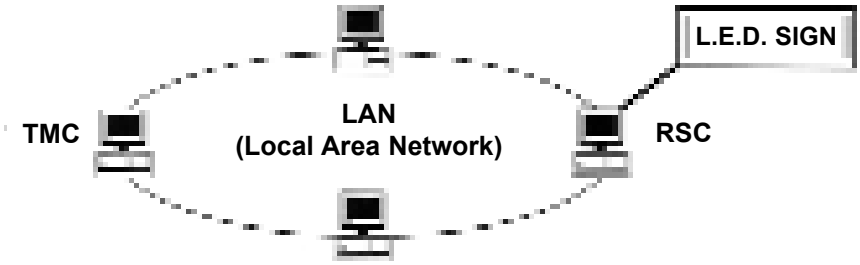


- Click on "Browse" to select an existing message file to schedule.
- Enter the "Date" & "Time" you want the message to be sent to the sign. **NOTE**: Hour must be entered as military time (1 p.m.=13).
- Enter the "Sign ID Number" from PAGE 19.
- Select the "Page Number" you want the message to be sent to.

LAN Communication

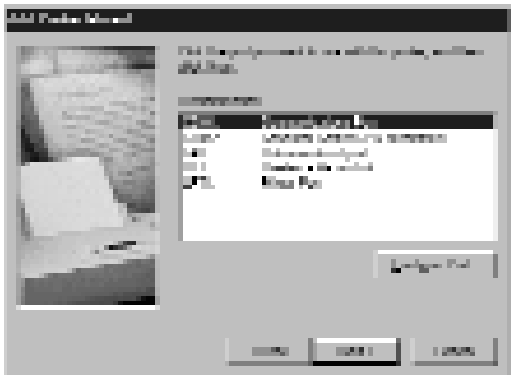
HOW IT WORKS

The display is first connected to the Serial Communication Port of a computer in the LAN environment which we refer to as the **R**eceiving **S**lave **C**omputer **(RSC)**. The computer that will actually be transmitting messages to the display is referred to as the **T**ransmitting **M**aster **C**omputer **(TMC)**. The **TMC** will have the display control software installed. It is not necessary to install the software on the **RSC**. The next step is to set-up a Generic/ Text Only printer driver on the **RSC** and share it with the **TMC**. Once the set-up is done and a message created, a simple click on the button for "Send via Network" will bring up the "PRINT" dialog window. You then select the *Generic/Text Only* printer created and click on "OK" and your message is on its way.



- **RSC** Printer Driver Set -Up

1. Begin by clicking on "**Start**", "**Settings**", and "**Printers**". The "**Printer**" dialog window will appear.
2. Double-click on the "**Add Printer**" icon. The "**Add Printer Wizard**" window will appear.
3. Click on "**Next**". Select "**Local printer**" and click on "**Next**" again.
4. Under "**Manufacturers**", search for "**Generic**". Select "**Generic**" and click on "**Next**". If prompted: "**A driver is already installed for this printer**", then select to "**Keep existing driver**" and click on "**Next**".
5. Select the Communications Port on the **RSC** the display will be connected to and click on "**Next**". For Example: If the display is connected to COM1, select "**COM1**".



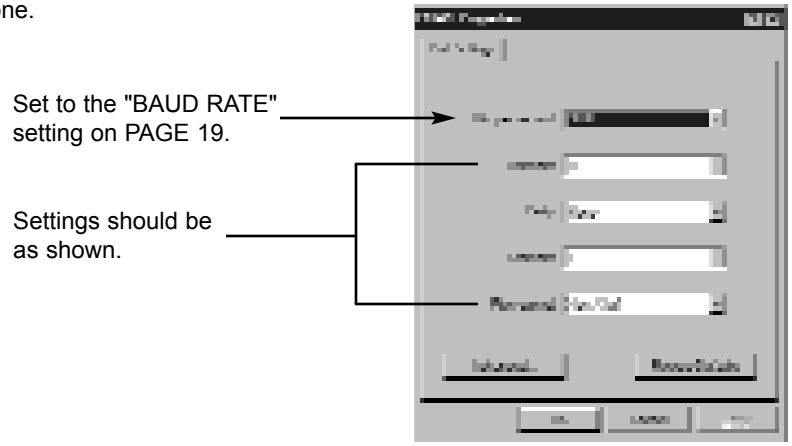
LAN Communication

6. Under "**Printer name**", type in the name you want for the Display Printer Driver. This name must be 12 characters in length. Write the "**Printer name**" below.

   Printer name: _____

   In the example below we used the initials "**F.D.**" to represent "**Front Desk**". Select "**No**" to select the printer as the default printer and click on "**Next**".

7. Click on "**Finish**" to complete the set-up. If prompted for the Windows 95 CD or disk, insert CD or disk into the proper drive and click "**OK**".
8. Now select the printer you created. Go to "**File**" and click on "**Properties**".
9. Click on the "**Details**" tab then click on "**Port Settings**".
10. Make sure the settings below are set accordingly. Click on "OK" when done.



11. Click on the "**Sharing**" tab and click on "**Shared As**". In the "**Share Name**" box, type in the 12 character "**Printer name**" you used in step 6. If you want to "**password protect**" the use of the Display Printer Driver, type in a password in the "**Password**" box. Only the user with the password can access the "**Printer Driver**" to send a message to the display.
12. **RSC Printer Driver set -up complete**.

LAN Communication

- **TMC** Printer Driver Set -Up

1. Click on "**Start**", "**Settings**", and "**Printers**". The "**Printer**" dialog window will appear.
2. Double-click on the "**Add Printer**" icon. The "**Add Printer Wizard**" window will appear.
3. Click on "**Next**". Select "**Network printer**" and click on "**Next**" again.
4. Select "**No**" to print from "**MS-DOS-based programs**". Click on "**Browse**".
5. Double-click on the name of the **RSC** on the network and select the Display Printer Driver created.

6. Click on "**OK**". Now click on "**Next**".
7. Under "**Printer name**", type in the 12 character "**Printer name**" used in Step 6 of the **RSC** Printer driver set-up.
8. Select "**No**" to select the printer as the default printer and click on "**Next**".
9. Click on "**Finish**" to complete the set-up. If prompted for the Windows 95 CD or disk, insert CD or disk into the proper drive and click "OK".
10. **TMC Printer Driver set -up complete**.

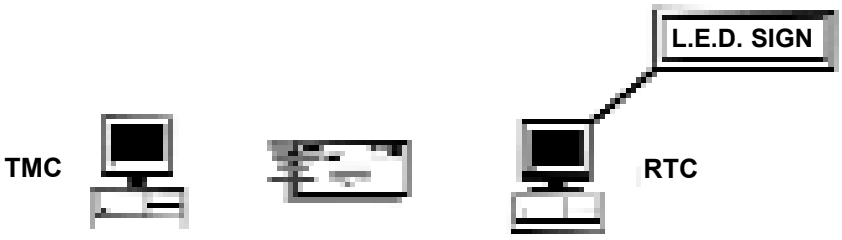
- **SENDING A MESSAGE through the LAN**

1. Start the **TruColorII Software** program. Create your message.
2. Click on "**S***" for "**Send via Network**". Input the "**Sign ID Number**" and "**Page Number**", Now click on "**OK**".
3. Select the Display Printer Driver from the Printer Name box and click on "**OK**". Message sent successfully!

Internet E-mail Communication

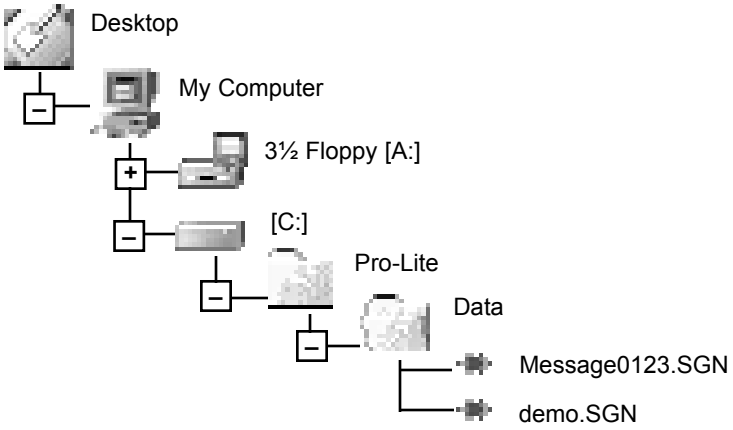
HOW IT WORKS

The display is first connected to the Serial Communication Port of the computer at the remote location which we refer to as the **R**eceive **T**ransmit **C**omputer **(RTC)**. The computer that will be transmitting the e-mail is referred to as the **T**ransmitting **M**aster **C**omputer **(TMC)**. Both the **TMC** and **RTC** will have the ProLite display control software installed. The user at the TMC will create a message using the provided software from Pro-Lite and save it. Once the message is saved, the user can start the software program used to send electronic mail (such as Windows Messaging®, Microsoft Exchange®, Eudora Pro®, Netscape Mail® etc.) and attach the saved message file to the e-mail message and send it. The recipient at the **RTC** is then notified that new mail has arrived. The user can then open the attachment and send the message to the sign.



- Begin by installing the Pro-Lite software program on the **TMC** and **RTC**.
- Configure the sign and software on the RTC. See Pages 19-20.
- TMC Instructions
  1. Start the Pro-Lite software program on the TMC and create a message, Now save it and exit the program.
  2. Start the software program used to send electronic mall and select to send a new message.
  3. Type in the "TO" address.
  4. Now click on the icon that will allow you to attach a file. Select the file you want to be displayed on the sign.

  PLEASE NOTE: SIGN FILES ARE LOCATED IN THE FOLLOWING DEFAULT DIRECTORY BRANCH:



Internet E-mail Communication

5. Your e-mail message should look similar to the following:

6. Now send the e-mail message.

- **RTC** Instructions
  1. The recipient at the **RTC** should automatically be notified when new mail has arrived.
  2. The recipient should open the message and see that the attached file Is for the sign.
  3. The recipient can now double-click on the attached file and the **TruColorII Software** program will start.
  4. Now just click on the icon on the toolbar to send the message to the sign. Your message is now being displayed.

! QUICK REFERENCE SECTION

QUICK START PROGRAMMING

1) Press **RUN/STOP** once.
2) Press **PROG** once.
3) Press any letter from **A** to **Z** (each letter is a memory bank).
   You will see the following screen: **(PG:A START)**
4) Begin typing your message!

Please read the **IR SECTION** for complete programming details, pgs 4-14.

Color Code Table

To select a COLOR, press **COLOR** once, then press the Corresponding Letter.

Letter	Foreground Color	Background Color	Shadow Color	Shadow Switch
A	DIM RED	BLACK	-	OFF
B	RED	BLACK	-	OFF
C	BRIGHT RED	BLACK	-	OFF
D	ORANGE	BLACK	-	OFF
E	BRIGHT ORANGE	BLACK	-	OFF
F	LT-YELLOW	BLACK	-	OFF
G	YELLOW	BLACK	-	OFF
H	BRIGHT YELLOW	BLACK	-	OFF
I	LIME	BLACK	-	OFF
J	DIM LIME	BLACK	-	OFF
K	BRIGHT LIME	BLACK	-	OFF
L	BRIGHT GREEN	BLACK	-	OFF
M	GREEN	BLACK	-	OFF
N	LT-GREEN	BLACK	-	OFF
O	LT-YELLOW	GREEN	RED	ON
P	RAINBOW	BLACK	-	OFF
Q	RED	BLACK	GREEN	ON
R	RED	BLACK	LT YELLOW	ON
S	GREEN	BLACK	RED	ON
T	GREEN	BLACK	LT YELLOW	ON
U	GREEN	RED	-	OFF
V	RED	GREEN	-	OFF
W	ORANGE	GREEN	BLACK	ON
X	DIM LIME	RED	BLACK	ON
Y	GREEN	RED	BLACK	ON
Z	RED	GREEN	BLACK	ON

ⓘ QUICK REFERENCE SECTION

Font Size Table
To select a FONT SIZE, press **FONT** once, then press the Corresponding Letter.

Letter	Character Font Size
A	NORMAL
B	BOLD
C	ITALIC
D	BOLD ITALIC
E	FLASH NORMAL
F	FLASH BOLD
G	FLASH ITALIC
H	FLASH BOLD ITALIC

European Character Table
To display a EUROPEAN CHARACTER, press the Corresponding Letter, then press the **ALT-CHAR** key until the European letter of your choice is reached. Once you see the European letter you which to use, press any other letter to continue to type your message.

Letter in "UPPER CASE"	Foreground Color
A	Ã Â Á À Ä Å Æ
B	ß
C	Ç
D	Ð
E	É Ê È Ë
I	Í Ì Î Ï
N	Ñ
O	Ó Ô Ò Ö Õ Ø
P	þ
U	Ú Ù Û Ü
Y	Ÿ Ỳ

Letter in "LOWER CASE"	Foreground Color
a	ã â á à ä å æ
c	ç
e	é ê è ë
i	í ì î ï
n	ñ
o	ó ô ò ö õ ø
p	þ
u	ú ù û ü
y	ÿ ỳ

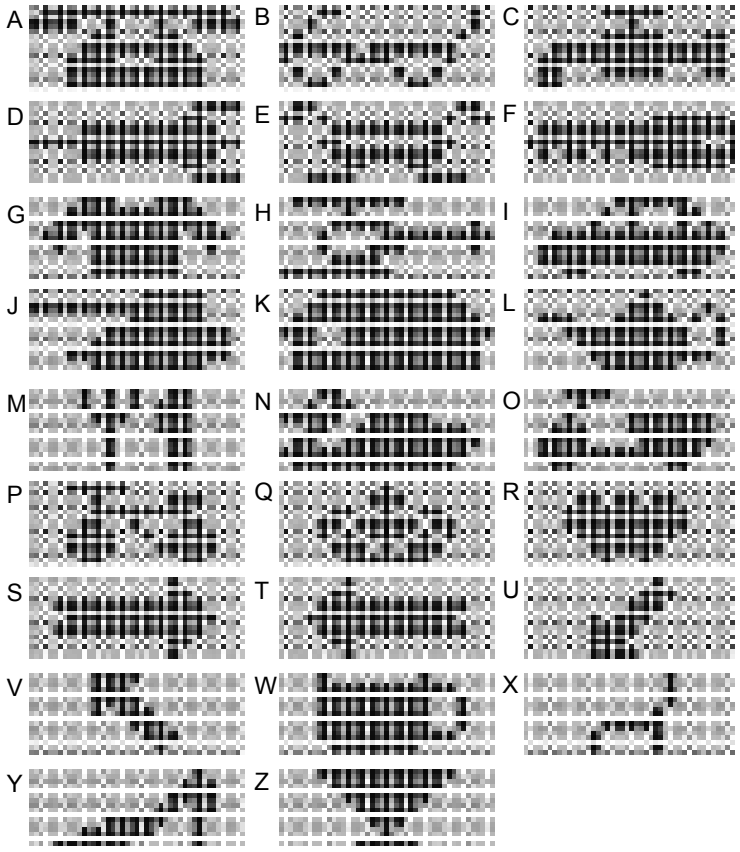
ⓘ QUICK REFERENCE SECTION

Graphic Images Table

To select a GRAPHIC, press **GRAPHIC** once, then press the Corresponding Letter.

Letter	Graphic Pattern	Letter	Graphic Pattern
A	TELEPHONE	N	DUCK
B	GLASSES	O	MOTORCYCLE
C	FAUCET	P	BICYCLE
D	ROCKET	Q	CROWN
E	SPACE MONSTER	R	TWIN HEARTS
F	KEY	S	ARROW 1
G	SHIRT	T	ARROW 2
H	HELICOPTER	U	ARROW 3
I	CAR	V	ARROW 4
J	TANK	W	GLASS OF BEER
K	HOUSE	X	CHAIR
L	TEA POT	Y	HIGH-HEEL SHOE
M	KNIFE & FORK	Z	WINE GLASS

Graphic Patterns A-Z



ⓘ QUICK REFERENCE SECTION

Special Effects Table

To use an EFFECT, press **FUNCTION** once, then press the Corresponding Letter.

Letter	*Type*	Effect	Description
A	*L*	AUTO	Shows text using all the effects randomly.
B	*L*	OPEN	Opens text from center to both ends.
C	*L*	COVER	Clears a previously displayed text from center to both ends.
D		DATE	Shows the DATE.
E	*L*	CYCLING	Shows text in a multi-color rolling cycle.
F	*T*	CLOSE ◄	Clears a previously displayed text from right to left.
G	*T*	CLOSE ►	Clears a previously displayed text from left to right.
H	*T*	CLOSE ►◄	Clears a previously displayed text from both ends to center.
I	*L*	SCROLL UP	Rotates text from bottom to top.
J	*L*	SCROLL DN	Rotates text from top to bottom.
K	*L*	OVERLAP	Shifts text in by two layers from both ends.
L	*L*	STACKING	Drops text from top to bottom in layers.
M	*L*	COMIC 1	Combines text with animated graphics #1.
N	*L*	COMIC 2	Combines text with animated graphics #2.
O		BEEP	BEEP sound inserted for 1 second.
P	*T*	PAUSE	Freezes the moving text for 1 second.
Q	*L*	APPEAR	Shows the text instantly.
R	*L*	RANDOM	Text is formed by a random formation of dots.
S	*L*	SHIFT	Shifts text from right to left (default).
T		TIME	Shows the TIME.
U	*L*	MAGIC	Shows text in a different color every time.
V		THANK YOU	Shows THANK YOU italicized using various effects.
W		WELCOME	Shows WELCOME italicized using various effects

L = Leading commands - how the text will appear - place before text.

T = Tail commands - how the text will disappear - place after text.

Count Up/Dwn Variables Table

To display a COUNT UP or COUNT DOWN variable, press **FUNCTION** once, then press the <-- key to view the available count variables. When you see the one you wish to use, press **ENTER** .

	Variable	Description
1	TARGET	Shows the number the count UP TARGET has been set to.
2	COUNT	Shows the current number counting UP to the TARGET.
3	DAYS LEFT	Shows the remaining days counting DOWN to the TARGET.
4	HOUR LEFT	Shows the remaining hours counting DOWN to the TARGET.
5	MINUTE LEFT	Shows the remaining minutes counting DOWN to the TARGET.
6	SECONDS LEFT	Shows the remaining seconds counting DOWN to the TARGET.

? HELP SECTION - IR(Infrared Remote Keyboard) Most Commonly Asked Questions

I programmed Pages A, B, and C. But when I press RUN/STOP only Page A will show. How do I get all of my Pages to run together?
Please refer to IR Section, page 10 for running combined pages.

What does it mean when the sign says "MEMORY FULL"?
This message means you have entered the maximum amount of characters onto the sign. To correct this you must down-size your messages in order to enter more information.

How do I permanently remove the TRIVIA?
There are 2 ways to remove the TRIVIA:

1. If you have the Windows95 Software package use the "Remove TRIVIA" command. The software will also restore the TRIVIA.
2. The RAM chip in the sign must be reset. To do this you will need a Phillips and flat head screwdriver. **NOTE**: Warranty will be void and all information will be lost.

- Use the Phillips to remove the screws from the end cap and remove it.
- Slide the circuit board out (you may need to pry the screw holes open).
- Looking at the smaller of the two circuit boards locate 3 chips on sockets sitting side by side. They are labeled Z80 CPU, PLM2O14RV6, and MT62C256P.
- Use the flat head to carefully pry off the chip labeled MT62C256P. Carefully reinsert the chip as it was before. The TRIVIA is permanently removed.

How do I display the animated graphics?
There are a total of 8 animated graphics. "COMIC 1" displays two animated graphics and "COMIC2" displays 6 different animated graphics randomly. Since the animations are displayed randomly, a single animation is not user selectable. Please see page 9 on how to display these effects.

What is the F2 key used for?
The F2 key has no function at this time.

My audience really enjoys the TRIVIA questions, but some of them have read the same questions twice. Do you have different TRIVIA questions?
Yes, please see the enclosed Accessories Brochure for more information or contact Pro-Lite at 714-668-9988.

I want to show my own TRIVIA questions and answers, how can I do this?
You can use a basic text editor to open, edit and change the TRIVIA questions that come with the Pro-Lite 30-day trial software. Use the software to upload the new TRIVIA file to your sign.

Can I run multiple pages when the TARGET is reached?
No, you are only allowed to run 1 page.

How can I control more than one sign from a central location?
The Pro-Lite 30-day trial software will allow you to control up to 255 signs.

? HELP SECTION - IR(Infrared Remote Keyboard) Most Commonly Asked Questions

How do I remove the message pre-programmed on the sign?
The demo message is permanently programmed onto the sign and is designed to run automatically when there are no messages programmed by the user. When you program a message onto a page, the demo message will no longer show.

How much text can I program onto each PAGE?
You can program up to 820 characters per page. Total user memory available is about 10,000 bytes. Each character occupies 1 byte and each function occupies 2 bytes.

I program and run my message, but it shows characters I don't want.
This is usually a programming error. Edit your message and use the arrow keys (left and right arrows) to locate the unwanted characters. When you locate them, press **DEL** to delete the unwanted characters. Please refer to page 5.

Will I lose my messages if I remove the power to the sign?
No, there is a built-in rechargeable battery in the sign. When you first purchase the sign, you must program a short message and let the sign run for a minimum of 72 hours in order for the battery to be fully charged.

After I unplug my sign, I lose the current TIME and DATE setting. Why?
The clock is dependent on the CPU clock, therefore when power is removed it will reset the clock to 12:00. Please keep the sign powered at all times to keep TIME and DATE accurate.

I forgot my PASSWORD. How do I get back in to erase it?
Stand 4' from the display. Using the wireless programmer, point to the top left hand corner of the display and press and hold the **ESC** key. At the same time remove the power from the left hand side of the display. Now press and hold the **ESC** key again, and at the same time power up the display.
**You may need to repeat these steps several times. Remember to go back to the SET mode to delete or set a new password.

Can I change the color of the TIME and DATE?
No, these colors are fixed.

Can I change the color of the TARGET variables?
No, these colors are fixed.

How do I make a word or sentence flash?
Please refer to page 8 on how to select a flashing font. Remember, the font you select and begin to use will be saved in memory. If you decide you do not like the font you used, you will have to select another font and re-type your message.

How do I display lower-case letters?
Please refer to page 6.

? HELP SECTION - IR(Infrared Remote Keyboard) Troubleshooting

I press RUN/STOP and the sign doesn't respond?

- Try using a fresh new set of batteries.
- Make sure the battery polarities are inserted in the correct direction.
- Stand 10' from the sign and point to the top left hand corner of the sign.

My sign does not show the trivia questions.

- Make sure the TRIVIA is enabled by pressing the **FUNCTION** key while your message is running.
- You can use the enclosed 30-Day TRIAL software to upload the TRIVIA to the sign.

The sign keeps flashing, "CHECKING".

- Check the label on the power supply and see if the output is rated at 9VAC - 2.5 AMPS or higher.

I plugged the sign in but nothing comes ON?

- Unplug the power to the sign and plug it in again.
- Make sure the 9VAC plug is plugged into the sign firmly.
- Try using another wall outlet.

The sign does not keep memory.

- Program a short message and leave it running for at least 72 hours for the built-in battery to fully charge.
- Power outages will cause the sign to dump its information. We suggest using a Power Surge Protector to prevent your sign from losing its stored information.

? HELP SECTION - SOFTWARE Most Commonly Asked Questions

How do I turn my sign OFF and ON automatically everyday.

In order for this feature to work, the sign MUST always be connected to the computer. In addition, the Pro-Lite software program must be running in the background mode. To run the software in the background mode, simply start the **Tru-ColorII Software** program and minimize the screen.

1. Program an **ON** message. Save the message to the computer.
2. Use the "**Set By Schedule**" feature and set your **ON** message to come ON "daily" at a specified time. See Page 24.
3. Click on "**OK**" to confirm your entries.
4. Program an **OFF** message (edit a page with only a "space")
5. Save the message to the computer.
6. Set another schedule to have the **OFF** message come ON "**daily**" at a specified time. See Page 24 for more information.
7. Click on "**OK**" to confirm your entries.

Your messages will automatically be sent to the sign at the specified times. When the Off message is sent to the sign, it will only run the "space" you programmed and will appear as if the sign is OFF.

? HELP SECTION - SOFTWARE
Most Commonly Asked Questions

How do I display the current Count Variables in my message

1. Go to the part of your message where you want the **Current Count Variable** to be displayed.
2. Click on **Commands** on the menu bar, then click on **Target**.
3. Click on the **Current Count Variable** you wish to use.

If you used the **Set Target** to "count up" to a target, you can only select to use the variables labeled with **(Count Up)**.
If you used the **Set Target** to "count down" to a target. you can only select to use the variables labeled with **(Count Down)**.

How do I run multiple Pages using the "Link Page" command.
PLEASE NOTE: If your Pages have already been sent to the sign, you **cannot** automatically run multiple pages. Use the example format given below to run multiple pages. Example: we want Pages A, B, and C to run as one message,

1. Open an existing file or begin to type your message for Page A.
2. Place the cursor at the end of the message.
3. Insert the "Link Page" command. To insert the "**Link Page**" command in your message, click on "**Commands**" on the menu bar, then click on "**Special**", and "**Link Page**".
4. Now enter the letter of the Page you wish to run after Page A is done. The Page letter **must** be in upper-case.
5. Using our example, your message should look similar to the following:

   THIS IS YOUR MESSAGE FOR PAGE A. <Link Page>B

6. Now send your message to Page A.
7. Following steps 1 -5, do the same for Page B.

   THIS IS YOUR MESSAGE FOR PAGE B.<Link Page>C

8. Now send your message to Page B.
9. Following steps 1 -5, do the same for Page C.

   THIS IS YOUR MESSAGE FOR PAGE C.<Link Page>A

10. Send your message to Page C.
11. Now run Page A. To run Page A, go to “Functions” and “Run Page”. Enter your Sign ID Number and select “Page Number = A”. Now click on “OK”

As you can see from our example, each Page is linked to another Page using the “**Link Page**” command.

? HELP SECTION - SOFTWARE Troubleshooting

The software is not communicating with the sign?
Use the checklist below to verify your settings.

- ☐ I have found the Baud Rate and ID settings of the sign and entered them into the software. **Page 19-20**.
- ☐ I am using the cable supplied by Pro-Lite. **Page 19**.

NOTE: The cable may not be extended with any other cable. The cable must be one complete Pro-Lite cable from the 9-Pin connector to the sign.

- ☐ I have connected the 9-Pin connector end of the Pro-Lite cable to a Com Port on my computer that is free. **Page 19**.
- ☐ Start the Tru-ColorII software program. Click on "**Help**" and "**Send**". Type in the following text (uppercase letters only): **<ID01><RST>** Now click on "**OK**". The Sign should quickly show "CHECKING", then revert to the factory demo message. Now try to send your message.

"SEND MESSAGE FAIL".
If the error message is "SEND MESSAGE FAIL", this means the Com Port you have selected is not available for your use or is being used by an internal device in your computer. A computer normally has 4 COM PORTS. Two external ports which are available to connect external devices to the computer and two internal ports which are available, in most cases, for computer use only. Please check the back of your computer to see if it is labeled COM1 or COM2. If not, please refer to your computer user's manual or contact the computer manufacturer for more information.

My laptop does not have any Com Ports and only has support for USB devices.
Some newer laptops do not have Com Ports and only support USB devices (please reference your Laptop User's Manual to verify this). For this situation you will need to purchase a **USB Serial Adapter** directly from Pro-Lite (see Accessories Brochure) or from your local computer store. This device will convert one of your available USB ports to a working Com Port. **Pro-Lite does not guarantee that this device will work with all laptops due to other devices installed by user and varying manufacturers equipment.** Please contact the manufacturers support center directly for questions regarding installation and operation.

? ARE YOU STILL HAVING PROBLEMS?

- Review this manual
- World Wide Web: http://www.pro-lite.com
  (Click on SUPPORT for technical and troubleshooting info)
- E-mail: support@pro-lite.com

CONTACTING TECHNICAL SUPPORT
Before contacting Technical Support, please have the following information ready:

1. MODEL NUMBER (found on the back panel of the display)
2. DATE OF PURCHASE
3. SIGN VERSION (Press **RUN/STOP** , then press the letter **V**)

Phone: (714) 668-9988

Fax: (714) 668-9980

Email: support@pro-lite.com

Online: http://www.pro-lite.com/support.htm

RETURN FOR REPAIR PROCEDURE

PLEASE NOTE: Out of warranty units or units returned for which a Warranty Registration Card has not been returned will be repaired or replaced at Pro-Lite, Inc.'s option and the customer will be charged for parts, labor, and shipping.

PLEASE FOLLOW THE PROCEDURES LISTED BELOW:

- Contact Pro-Lite, Inc. to obtain a Return Materials Authorization (RMA) number at (714)668-9988. Units will be refused if no RMA number is found on the package.
- Ship the unit in its original container postage paid. If the original container is not available, pack the unit in a strong box made of corrugated cardboard with plenty of packing material.
- Include the following information when returning the unit:

Pro-Lite, Inc.
Technical Support Department
3505 Cadillac Ave. Bldg. D
Costa Mesa, CA 92626
RMA #

- Include a letter with a brief description of the problem.
- All units returned to Pro-Lite, Inc. for repair must be shipped postage paid with tracking capability. Units shipped COD will not be accepted. Pro-Lite accepts no responsibility for lost or damaged packages sent via mail or parcel company.

ONE YEAR LIMITED WARRANTY

PRO-LITE, INC. warrants to the original consumer that each of its PRO-LITE products and all components therein contained will be free from defects in materials and/or workmanship for one year from the date of purchase. Any warranty hereunder is extended only to the original consumer purchaser and is not assignable.

In the event of malfunction or other indication of failure attributable directly to faulty workmanship and/or material, PRO-LTTE, INC will at its option, repair or replace said products or components to whatever extent it shall deem necessary to restore said product to proper operating condition, provided the consumer purchaser has previously returned the enclosed Warrants Registration Card to PROLITE, INC. Before returning a product for repair, the customer must call PRO-LITE, INC. Customer Service at (714) 668-9988 for a Return Materials Number. This number should be included with the customer's mailing address and telephone number when the product is returned. Products should be returned to: PRO-LITE, INC., Attention: Warranty/Repair, 3505 Cadillac Ave. Bldg. D, Costa Mesa, CA 92626 (postage prepaid). During the first year after the date of purchase, all labor and materials will be provided without charge. There shall be no warranty for either parts or labor after the expiration of one year from the date of purchase. PRO-LITE, INC does not warranty bulbs in combivision or fluorescent board products.

Units must be returned postage prepaid. It is recommended that the unit be insured when shipped. Units returned for which a Warranty Registration Card has not been submitted or out-of-warranty units returned will be repaired or replaced (at the option of PRO-LITE, INC) and the customer will be charged for parts and labor

Products will be returned to customer after repair or replacement has been completed by carrier and method chosen by PRO-LITE, INC. to any destination within the United States of America. Should the customer desire some other specific form of conveyance, or be located outside the border of the U. S. then the customer must bear the cost of return shipment.

The customer shall be solely responsible for failure of any PRO-LITE, INC. product or component thereof, resulting from accident, abuse or misapplication of the product, and PRO-LITE, INC. assumes no liability as a consequence of such events under the terms of the Warranty.

This Warranty gives you specific legal rights and you also have other rights that vary from state to state.

This Warranty is in lieu of all other express warranties, which now or hereafter might otherwise arise with respect to this product. ANY AND ALL IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR PARTICULAR USE SHALL HAVE NO GREATER DURATION THAN THE PERIOD FOR THE EXPRESS WRITTEN WARRANTY APPLICABLE TO THIS PRODUCT AS SHOWN ABOVE AND SHALL TERMINATE AUTOMATICALLY AT THE EXPIRATION OF SUCH PERIOD. No action shall be brought for breach of any implied or express warranty after one year subsequent to the expiration of the period of the express written warranty. (Some states do not allow limitations or how long an implied warranty lasts, so this limitation may not apply to you.)

Incidental and consequential damages caused by malfunctions, defect, or otherwise and with respect to breach of any express or implied warranty, are not the responsibility of PRO-LITE, INC. and to the extent permitted by law are hereby excluded both for property and, to the extent of unconscionable, for personal injury damage. (Some states do not allow the exclusion or limitations of incidental or consequential damages, so the above may not apply to you.)

OTHER PRO-LITE PRODUCTS

• OUTDOOR LED DISPLAYS • INDOOR/ OUTDOOR LED CLOCKS
• MULTI-LINE LED DISPLAYS • RATE EXCHANGE LED BOARDS
• CUSTOM LED DISPLAYS • ELECTRONIC DIRECTORY BOARDS
• FLIGHT INFORMATION SYSTEMS • QUEUEING SYSTEMS
• POINT-OF-PURCHASE LED ELECTRONICS • LED OPEN SIGNS

Please call (714) 668-9988 to receive more information on the above Pro-Lite products. Pro-Lite is a design, engineering, and manufacturer of a wide array of electronic LED products for indoor and outdoor use. View our complete product line on the World Wide Web at

www.pro-lite.com